

Gutenberg Styles - of Working

By Shomit Sirohi

- I. What is Style? Game theory makes the argument Varoufakis says let's be creative and game with the dynamics of behaviour, consumers, and especially the creative side of economics - Style is then of course Sirohi's simple gesture let's call it 'Lines'

Style is when you make a stylish argument - like a lifestyle has to come out of this in styles of then marques, architecture even flows of finance and lines becomes a style - let's just call it lines after lines and articulations of the upper lines and lower lines - like lines of flight the movement of cinema coming into the lines.

- II. Planes of Immanence - Lines after lines of Metroes

In fact lines capture cinema better - Foucault making it to the metro for work.